

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	4	("virtual character" same "virtual environment").clm.	US-PGPUB	OR	ON	2005/08/30 14:23
L2	7	(behavior same emotion same learning).clm.	US-PGPUB	OR	ON	2005/08/30 14:23
L3	77056	(character or actor avatar or man or woman or human or people or person or animal or player or performer or figure).clm.	US-PGPUB	OR	ON	2005/08/30 14:25
L4	1575	L3 and (virtual or "artificial intelligence" or "AI" or (simulated near3 environment) or "VR").clm.	US-PGPUB	OR	ON	2005/08/30 14:26
L5	10	L4 and ("interface" or "UI" or "GUI" or (user near3 interact)) with ("virtual character" or "virtual environment").clm.	US-PGPUB	OR	ON	2005/08/30 14:26
S1	2	"6346956".pn.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/08/30 11:16
S2	1060	345/473.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/08/30 11:18
S3	354	345/474.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/08/30 11:16
S4	137	345/475.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/08/30 11:16
S5	3	345/473.ccls. and (behavior same emotion same learning)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/08/30 14:23

S6	8	345/473.ccls. and (behavior and emotion and learning and character)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/08/30 11:21
S7	936	345/473.ccls. and (character or actor avatar or man or woman or human or people or person or animal or player or performer or figure)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/08/30 14:25
S8	553	S7 and (behave or behavior or act or attitude or demeanor or ethics or etiquette or habits or morals or nature or tone)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/08/30 12:50
S9	318	S8 and (emotion or feeling or happiness or responsiveness or drama or spirit or affection)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/08/30 12:51
S10	198	S8 and (learn\$3 or attain or taught or train\$2 or teach\$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/08/30 11:38
S11	121	S10 and (virtual or "artificial intelligence" or "AI" or (simulated near3 environment) or "VR")	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/08/30 13:27
S12	0	(345/474.ccls. or 345/475.ccls.) and (behavior same emotion same learning)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/08/30 12:49
S13	408	(345/474.ccls. or 345/475.ccls.) and (character or actor avatar or man or woman or human or people or person or animal or player or performer or figure)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/08/30 12:49

S14	227	S13 and (behave or behavior or act or attitude or demeanor or ethics or etiquette or habits or morals or nature or tone)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/08/30 12:50
S15	131	S14 and (emotion or feeling or happiness or responsiveness or drama or spirit or affection)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/08/30 12:51
S16	936	345/473.ccls. and (character or actor avatar or man or woman or human or people or person or animal or player or performer or figure)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/08/30 12:51
S17	553	S16 and (behave or behavior or act or attitude or demeanor or ethics or etiquette or habits or morals or nature or tone)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/08/30 12:51
S18	198	S17 and (learn\$3 or attain or taught or train\$2 or teach\$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/08/30 12:51
S19	121	S18 and (virtual or "artificial intelligence" or "AI" or (simulated near3 environment) or "VR")	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/08/30 14:26
S20	119	S15 not S19	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/08/30 12:52
S21	137	345/475.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/08/30 12:52

S22	7	345/956.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/08/30 13:27
S23	8	345/957.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/08/30 13:27
S24	24	("virtual character" same "virtual environment")	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/08/30 14:23
S25	791	("interface" or "UI" or "GUI" or (user near3 interact)) same ("virtual character" or "virtual environment")	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/08/30 14:01
S26	524	("interface" or "UI" or "GUI" or (user near3 interact)) with ("virtual character" or "virtual environment")	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/08/30 14:26

Books Searched App10_658969.txt

Books Notes for searching for App 10/658969

Foley et al., "Computer Graphics: Principles and Practice", Addison Wesley, 2nd ed. in C, 1996

Comments: No teachings needed

Date Checked: 8/30/2005

Delura et al., "Game Programming Gems", Vols 1, Charles River Media, Inc., 2000

Comments: No teachings needed

Date Checked: 8/30/2005

Delura et al., "Game Programming Gems", Vols 2, Charles River Media, Inc., 2001

Comments: No teachings needed

Date Checked: 8/30/2005

Treglia et al., "Game Programming Gems", Vols 3, Charles River Media, Inc., 2002

Comments: AI area navigation 240-255

Date Checked: 8/30/2005

Watt, "3D Computer Graphics", 3rd Ed., Pearson Addison-Wesley, 2000

Comments: Behavioral animation 531-534

Date Checked: 8/30/2005

"Microsoft Agent: Software Development Kit", Microsoft Press 1999

Comments: Programming the MS Agent Control pg. 9-12 and ch. 4

Date Checked: 8/30/2005